

## dunetpc - Bug #24572

### Segfault in OpSlicer

06/26/2020 09:22 PM - Tingjun Yang

<b>Status:</b>	Closed	<b>Start date:</b>	06/26/2020
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Daniel Pershey	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>Description</b>			
The following command causes a segfault: lar -c protoDUNE_SP_keepup_decoder_recoPD.fcl `samweb2xrootd np04_raw_run005841_0036_dl10.root` --nskip 14 -n 1			
OpSlicer is temporarily removed from the ProtoDUNE reconstruction chain until this is fixed.			

### History

#### #1 - 07/29/2020 03:26 PM - Alexander Himmel

It appears this is a corner case where we get an invalid vertex since all the hits being considered have density 0. I've just committed a catch to skip trying to make a cluster for these cases, so OpSlicer should be able to be re-enabled in keep-up.

#### #2 - 07/29/2020 03:26 PM - Alexander Himmel

- Status changed from New to Resolved

#### #3 - 07/29/2020 04:00 PM - Tingjun Yang

Thanks Alex. I have reenabled opslicer in the ProtoDUNE reco chain.

#### #4 - 10/08/2020 07:41 PM - Tingjun Yang

- Status changed from Resolved to Closed

### Files

protoDUNE_SP_keepup_decoder_recoPD.fcl	3.97 KB	06/27/2020	Tingjun Yang
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